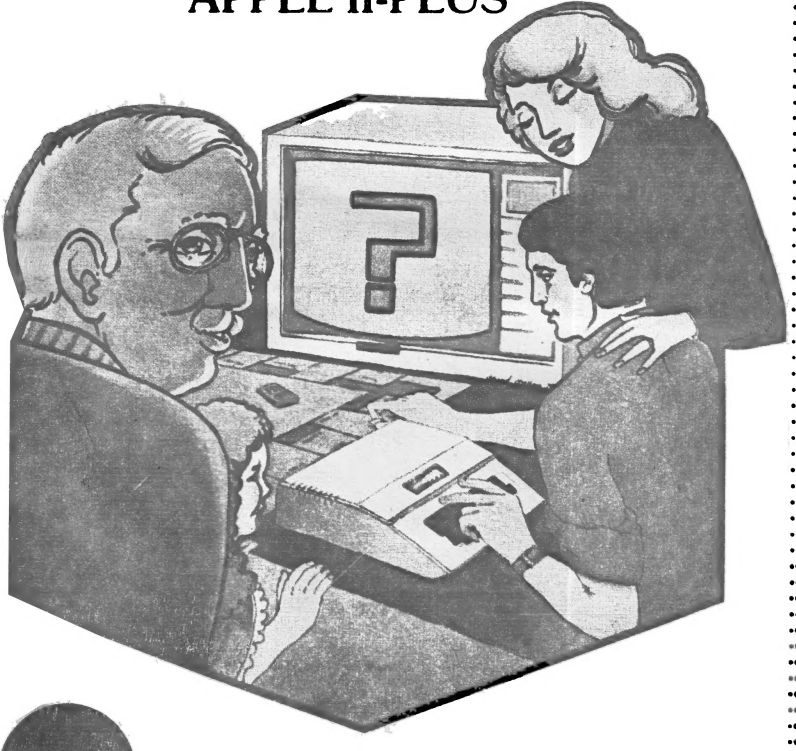
MONTY™ PLAYS MONOPOLY

A 16K COMPUTER OPPONENT PROGRAM FOR THE APPLE II AND THE APPLE II-PLUS*



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MONTY™

"**MONTY**™ plays Monopoly"* is a computer opponent program designed to be used along with your Parker Brothers Monopoly game. You will need the board and all of the equipment that comes with the game to use this computer opponent program. **MONTY**™ provides a new dimension in microcomputer software. You will come to know him as simply another player, a bright, entertaining guest who provides real excitement for many of your favorite board games.

A recent interview with **MONTY**™ *revealed some important points you will want to know before accepting his challenge to a game of Monopoly.*

Q. **MONTY**™, is your game play according to the official rules?

M. Yes, I do adhere strictly to the official rules. The only exception I allow is the option to put money on FREE PARKING, which I know is a popular "house rule." If we will be using this option, please have the banker tell me the amount that will be awarded each time a player lands on the FREE PARKING space. This option can only be established at the start of the game in replying to my question, "How much is on FREE PARKING?"

Q. Will you have any advantages over us—for instance, in already knowing your total worth when landing on INCOME TAX, or in never forgetting to ask for rent?

M. Even though your computer and I are intimately connected, and I do use it for calculating strategy decisions, I do not use its computing ability to give me an unfair advantage over the other players. For example, when I land on INCOME TAX, I too make a "guess" at my total worth before selecting my option of paying 10% or $200. I must admit that I never forget to ask for rent when you land on my properties, however, I always offer to pay rent when I land on anyone else's properties. And, of course, I trust my fellow players to take care in charging me properly for rents, etc.

Q. Are **AUCTIONS** a part of your play?

M. This is one rule which is unfamiliar to most people. When someone lands on a property and chooses not to buy it, the property must immediately be put up for auction. I'll begin bidding automatically if I'm the one who has chosen not to buy. Everyone can bid on the property, and the banker should tell me, in response to my request for a "Counterbid," the amount of the highest bid from the other players. And, if I outbid everyone else, just enter a "Counterbid" of 0 (zero) to complete the transaction. In addition, when a player goes bankrupt, and the debt is to the bank, that person's mortgaged properties are immediately auctioned off as if they are free and clear.

Q. What information should we remember to give you during the course of the game?

M. While I need to keep track of all information which affects my

status in the game, I don't need to know everything about everything. For example, if you are **MORTGAGING** a property, it's not necessary to inform me of the fact at that time. Of course, if I happen to land on the mortgaged property, please remember to charge me $0 (zero) rent.

Also, since **TRADING** of properties is a lively part of the game, you will be able to make offers to me at anytime by pressing "T" on your keyboard before the dice are tossed. If I decline your offer, but you would like to bargain with me, you can adjust your "Cash offered" by pressing "N" on the keyboard in response to "OK?" And, if in the exchange you propose, you think that *I* should be giving *you* cash, then simply enter a negative amount for "Cash offered." You may even find *me* making offers at times in order to acquire some property which looks attractive. But, please remember that I will always assume that no mortgaged property is involved in a trade with me. If I offer to buy a property that happens to be mortgaged, please first lift the mortgage, if you want to trade with me, or else decline my offer.

Q. Is there anything else, **MONTY**?

M. Yes, I must also be informed if there is a **HOUSING SHORTAGE**. If I try to buy a house when there are no more available, just press "N" on your keyboard in response to my question, "OK?" Also, it might happen that I need to sell a hotel to raise cash at a time when there is a housing shortage. For example, suppose I have three hotels on one color group, and I need to sell just one house to raise cash to pay a debt. Normally, this would leave me with two hotels and four houses left on these properties. However, if there is a housing shortage, with for instance only two houses still available, strict interpretation of the rule for selling houses evenly requires me to continue to sell the buildings on that color group until I have only two houses left standing. The way to inform me of this situation is easy. When I say that I am selling one house from such a property group, again just press "N" in response to "OK?" This will be telling me, "No, you can't stop there—keep selling." Continue doing this until only the available number of houses (two in this case) are remaining.

Q. And, what about **BANKRUPTCY**?

M. That's the final information which I will need. When a player goes bankrupt by landing on one of my properties, I should be informed immediately. After I say how much rent is owed to me, and then ask "OK?", simply press "N" on the keyboard. When you come to the message which says "Update **MONTY**'s cash," please enter the *actual* amount of cash you are paying me. And, lastly, tell me which properties I am acquiring. (The only exception to this procedure is when someone has been sent by a CHANCE card to a utility which I own. I will ask you to toss the dice to determine

the rent you owe me. Here, tell me only the amount actually paid. Then, when that player would normally be starting his next move, press "X" on the keyboard to complete the bankruptcy proceedings.)

Finally, when a player goes bankrupt, but the debt is *not* to me, you can inform me of this by pressing "X" on the keyboard at the time when that player would normally be starting his next move. If the debt is to another player, please enter the letter "O" (in response to "Debt code"), and this will be all that I need to be told. And, if the debt is to the bank, enter "B" and we will proceed to auction off the bankrupt player's properties.

* End of interview *

Here are a few additional points you need to know for interacting with **MONTY**™:

A. Every player can communicate directly with **MONTY**™ through the use of the two **GAME CONTROLS**, as well as the keyboard, in three ways:

1. To toss the dice, or to respond to the words "Ready" or "OK" (see below), press either of the game control buttons or the space-bar.

2. To answer Yes-No questions, turn the game control dial to the left for "no" and to the right for "yes," and then press the game control button to enter.

3. To indicate a particular square on the board, turn the game control dials. For example, when a CHANCE or COMMUNITY CHEST card is drawn sending a player to READING, turn the dial until "READING" appears in the window and then press the game control button. This feature is also used in trading with **MONTY**™ and in bankruptcy.

Note—The game control paddles must be connected to the computer for the program to function properly.

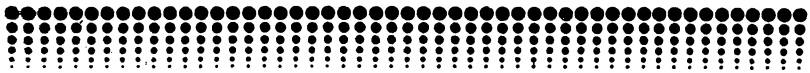
B. If at anytime you make a mistake in answering a question, there will always be an "OK?" to allow you to recover. For example, if a player lands on CHANCE, a question will come up asking if he is getting sent anywhere. If you answer "yes," you will immediately be asked to dial his destination. If you then realize that he's not actually being sent anywhere, just select any destination and then, when the "OK?" appears, press "N". The question "Ready?" will appear instead of "OK?" when there's nothing that could be corrected from the previous message—it just means, "Are you ready to continue?"

C. The computer-generated dice will always be used, except twice:

1. To determine who's turn will be first, use the real dice and tell **MONTY**™ who won.

2. To determine the rent when a player is sent to a utility by a CHANCE card, use the real dice, and then calculate and enter the rent.

D. To see how much cash **MONTY**™ has, press "Shift $" before pressing the game control button to toss the dice. It will



probably be more convenient to let the banker handle cash transactions for **MONTY**™—just pay to or take from the bank any cash you owe to or should get from **MONTY**™.

E. **MONTY**™ may draw the card requesting payment for each house and hotel. If he does not yet own any, just tell **MONTY**™ that he must pay $0 (zero).

F. If you prefer to throw the dice yourselves, pressing "1" in response to "Please press button" will allow you to enter the value of the dice from then on. To return to the computer-generated dice, press "2" in response to "Please press button."

G. Avoid pressing the "Reset" key, as this will require you to start the game over. Also, if you need to suspend a game in progress, the computer can be left on for a while, however it is recommended not to leave the television or monitor on.

H. PROGRAM LOADING INSTRUCTIONS:

ROM APPLESOFT* version (16K required)

1. Insert the cassette in the tape recorder with the labeled side up. Rewind the tape and then press "Play."

2. Type "LOAD" and then press the "Return" key.

3. You will notice several differences from the standard loading procedure. Firstly, the tape recorder should be left running since the loading takes approximately two minutes. A flashing asterisk in the lower left corner indicates that the program is still loading. Also, you will see a beautiful color graphics screen appear *while* the tape is loading, and you will hear five "beeps" instead of the usual two. Finally, the program will start running automatically and begin playing music once it is loaded. At this point, stop the tape recorder and rewind the tape.

RAM APPLESOFT version (32K required)

1. Load Cassette Applesoft II in the usual manner.

2. Insert the cassette in the tape recorder with the unlabeled side up. Rewind the tape and then press "Play."

3. Type "LOAD" and then press the "Return" key.

4. The tape recorder should be left running since the loading takes approximately two minutes. You will hear the usual two "beeps," and the program will start running automatically and begin playing music once it is loaded.

General points on cassette loading

1. Hints for loading tapes if "ERR" message repeatedly occurs:

a. Adjust the volume and tone controls by trial-and-error as suggested in *The Applesoft Tutorial* manual until an acceptable volume and tone combination has been found. (It is a good idea to note these levels for future reference.)

b. With some tape recorders, it is necessary to advance the tape to the point where you can hear the

initial "cueing" tone before typing "LOAD" and "Return."

c. Also, it is sometimes necessary to remove the plug from the tape recorder's MIC jack to prevent ground loop errors.

2. There are two copies of **MONTY**™ recorded consecutively on each side of the cassette. In the event that one of the copies becomes accidentally damaged, you can still load the second copy.

Diskette version (*ROM* APPLESOFT and 32K required)

1. Insert the diskette in Drive #1.

2. Boot the disk in the usual manner.

3. The program will run automatically once it is loaded.

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MONOPOLY a trademark of Parker Brothers, Inc
MONTY™ is a trademark of Ritam Corporation

We at Ritam sincerely hope that you find many hours of enjoyment with **MONTY**™. We have tried to balance all the elements of strategy and entertainment in order to produce the maximum impact from a 16K program. Any comments or suggestions you have would be most welcome.

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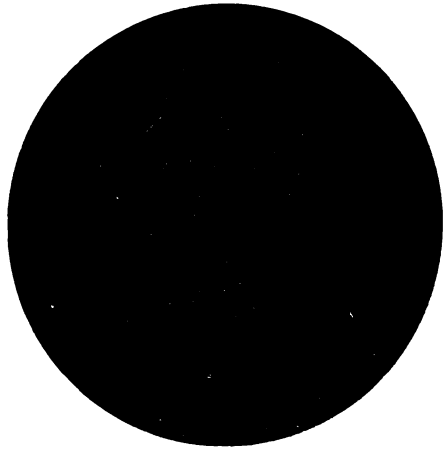

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THROUGH RITAM"